

DLA3 - 3.5E - TRANSLATION DOCUMENT

OPENING STATEMENT

This translation document assumes the user has the following:

- Player's Handbook (3.5 Edition)
- Dungeon Master's Guide (3.5 Edition)
- Monster Manual (3.5 Edition)
- Dragon's Rest – DLA3 (AD&D)
- Dragonlance Campaign Setting (3.5 Edition)
- Dragonlance Age of Mortals Campaign Expansion (3.5 Edition)
- Dragonlance Bestiary of Krynn (3.5 Edition)
- Dragonlance Towers of High Sorcery (3.5 Edition)
- An Internet Connection or Hardcopy Printouts of Trampas Whiteman's *Dragon Knight* PrC and James O'Rance's Chulcix, Disir, Fire Minion, and Gk'lok-lok from the Dragonlance Nexus: <http://www.dl3e.com>.
- A tolerance for typos and occasionally inconsistent formats between stat blocks.

This is the third adventure in a three-part campaign. The first two modules *DLA1 Dragon's Dawn* and *DLA2 Dragon Knight* also have 3.5 translation documents available for download. Attempts to keep information consistent between all translation documents have been made.

Even though this adventure takes place during Krynn's 4th Age, the *DL Age of Mortals* Expansion is included in the list of above sources due to the fact that the expansion includes a number of useful non-Age Specific elements, like feats or PrCs for example.

It should also be noted that this translation has been created prior to any official Taladas Campaign Setting/Expansion being published. If/When such a blessed thing occurs, I do hope to come back and update this document with the new official material, but until I can do so, much of what is in this document is just 'winged', 'slapped together', 'borrowed and/or stolen', or 'just tossed around in such a manner because the translator (a) thought-it-was-neat and/or (b) was-lazy-and-didn't-feel-like-putting-more-effort-into-it'.

The main purpose of this document was to *at least have something* to make a DM's life easier. I've tried to keep as close to the official rules as possible, but in some places where that wasn't possible or convenient I did what I could to hold up to the original flavor of the adventure. Still, in a few spots, some tiny liberties may have been taken for whatever random reason.

Suggestions are welcome, and I can be reached via the contact information given at the end of this document. This is my third time doing a translation in this depth and at this scale, so I guess I don't have as much of an excuse as I used to if I mess up here.

Oh well.

Bret Sheeley
(a.k.a. Carteeg Struve)

A FEW MORE PSEUDO-RANDOM DETAILS

The numbering I used to identify in which paragraph a change has been made is always in reference to (a) the start of the section, (b) the start of a subsection, or (c) the number of paragraphs after something which makes counting paragraphs ambiguous – like a creature stat block or spell description. If a section spills over between pages, the count is still from the section beginning and *not* the start of the page.

Also in most cases the original sentence, phrase, or partial sentences are given in order for the DM to know exactly what is being changed out. Sections that do not have changes are not listed in this document, but the order of the sections is preserved. Page breaks also help in separating the chapters.

Be cautious when going through this adventure with your party. It is possible that the difficulty of several challenges may have changed with the new edition. If something becomes apparent as unfairly difficult, do not hesitate to curb back the assault or give a bit of luck in favor to the heroes. Of course, if the difficulty just comes from poor rolls or errors in judgment by the players, any changes to the challenge level is completely up to the DM. Nothing put in this module has been made exceedingly more difficult in an obvious fashion, but the chances are always there that something just happened to edge up in difficulty a little too much. Remember the warning from airlines: "Watch your head. Some contents may have shifted during travel."

And still, most importantly, and I really mean it, keep having fun.

DLA3 - 3.5E - TRANSLATION DOCUMENT

PROLOGUE:

HIGHVALE AND BEYOND

NEW PLAYERS

Tavin Longspear: Male human fighter 4 / dragon knight 2; CR 6; Medium humanoid (5 ft. 11 in.); HD 6d10+6; hp 44; Init +3; Spd 30 ft.; AC 14, touch 9, flat-footed 13; Base Atk +6/+1; Atk +11 melee (1d8+6/x3, +1 lance), +9 melee (1d8+4/x3, spear), +7 range (1d10+1 19-20/x2, heavy crossbow w/+1 bolts), or +6 range (1d10 19-20/x2, heavy crossbow w/normal bolts); SQ Empathic Link, Dragonfear Save Bonus +2; SA Spells; AL N; SV Fort +8, Ref +0, Will +2; Str 16, Dex 9, Con 12, Int 12, Wis 13, Cha 17.

Skills: Climb +11, Knowledge (history) +9, Ride(dragon) +8, Survival +10.

Feats: Improved Initiative, Leadership, Mounted Archery, Mounted Combat, Point Blank Shot, Track, Weapon Focus(Lance), Weapon Focus(Heavy Crossbow), Weapon Specialization(Lance).

Languages: Auric, Copper Dragon, Hoor.

Possessions: studded leather +2 (w/leather helm), lance +1 (in dragon lair), spear, heavy crossbow, dagger, 5 +1 crossbow bolts, 24 normal crossbow bolts, potion of dragon sight, boots of striding and springing.

Dragon Knight Spells: (Spells Per Day: 3/1, Spells Known: 5/2, save DC 13 + Spell Level) 0th – Resistance, Detect Magic, Flare, Light, Mending; 1st – Burning Hands, Magic Missile.

Dragonfear Save Bonus: Dragon Knights get a +2 bonus at 1st level, +4 bonus at 3th level, +6 at 5th, and +8 at 7th, and +10 at 9th against Dragonfear checks.

Empathic Link: The Dragon Knight has an empathic link with the dragon partner out to a distance of up to one mile. The Dragon Knight cannot see through the dragon's eyes, but they can communicate telepathically. This is a supernatural ability.

Torris (a.k.a. Rustback): Female mature adult copper dragon; CR 16; Huge Dragon (earth); HD 23d12+115; hp 264; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 30 (-2 size, +22 natural), touch 8, flat-flat-footed 30; Base Atk +23, Grapple +39; Atk +29 melee (2d8+8, bite), +29 melee (2d6+4, 2 claws), +29 melee (1d8+4, 2 wings), +29 melee (2d6+12, tail slap) and +29 melee (2d8+12, crush); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, damage reduction 10/magic, frightful presence, spells; SQ darkvision 120', immunity to acid, low-light vision, spell resistance 23, spider climb, stone shape; AL CG; SV Fort +18, Ref +13, Will +17; Str 27, Dex 10, Con 21, Int 18, Wis 19, Cha 18.

Skills: Appraising +24, Bluff +14, Concentration +24, Diplomacy +18, Intimidate +8, Jump +25, Knowledge (geography) +14, Knowledge (ancient history) +24, Knowledge (nature) +13, Listen +23, Perform (oratory) +14, Search +17, Sense Motive +23, Spellcraft +23, Spot +23, Use Magic Device +24.

Feats: Cleave, Combat Expertise, Flyby Attack, Hover, Multiattack, Power Attack, Snatch, Wingover.

Languages: Copper Dragon, Auric, Marak Kender, Bronze Dragon, Boli Gnomish.

Sorcerer Spells (Spells per Day: 6/7/7/7/5; Spells Known: 8/5/4/3/2; as 9th-level sorcerer, save DC 14 + spell level): 0 - acid splash, daze, detect poison, detect magic, flare, light, ray of

frost, read magic; 1 - alarm, burning hands, color spray, magic missile, obscuring mist; 2 - continual flame, flaming sphere, invisibility, (Melf's) acid arrow; 3 - daylight, displacement, fireball, wind wall; 4 - wall of fire, wall of ice.

Breath Weapon (Su): 100-ft. line, damage 14d4 acid, Reflex DC 26 half; or 50-ft. Cone of gas, slow 1d6+5 rounds. Fortitude DC 26 negates.

Frightful Presence (Ex): 150-ft. Radius, HD 23 or less. Will DC 25 negates.

Spider Climb (Ex): Can use *spider climb* (as the spell) on stone surfaces.

Stone Shape (Ex): Can use *stone shape* (as the spell).

DANGER FROM THE AIR

Young Green Dragon: Use 'Young Green Dragon' entry from the *Monster Manual*, pg. 74-75.

THE DEADLY EYE

Eyewing: As in the *Beastary of Krynn*, pg. 111-112.

THE RISING STORM

Paragraph 3:

"If he rolls a successful saving throw vs. poison" is changed to "If he rolls a successful Fortitude Save (DC 15)".

DLA3 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 1:

EBORIUM

DM'S BACKGROUND

Paragraph 2:

"the Nine Hells" is changed to "the Abyss".

ABOUT THE CINDERGEMS

Paragraph 2:

"the Nine Hells" is changed to "the Abyss".

BLACK GRASS, RED WATER

Paragraph 1:

"as if he has consumed a *potion of healing*" is changed to "as if he has had a full night's rest".

Ahxa (gk'lok-lok): Use James O'Rance's 'Gk'lok-lok' entry on the Dragonlance Nexus: <http://www.dl3e.com/fan/rules/12722.aspx>, except that Ahxa has the full 9 hit points instead of the average 6.

Paragraph 4:

"Any PC who rolls a successful Intelligence check gets the message. If all of the PCs fail their Intelligence checks," is changed to "Any PC who rolls a successful Sense Motive check (DC 15) gets the message. If all of the PCs fail their check,".

A LOOK AT THE FUTURE

Chronolily: CR 0; Gargantuan Plant; HD 3d8; hp 20; Init +0; Spd NIL; AC 10; Atk (none); SA decomposed death; SQ *Detect Thoughts* at will, immune to poison; AL N; SV Fort +3, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int -, Wis -, Cha -.

Decomposed Death: When reduced to 0 hit points, it instantly decomposes into a poisonous cloud 50 feet in diameter, and all victims either touched by the cloud or within 5 feet of it suffer 3d6 points of damage. Save Fortitude (DC 15) for half damage.

Detect Thoughts: Chronolilies can use *Detect Thoughts* at will. In the presence of a character of evil alignment, chronolilies cause their nectar to turn black, thus denying such characters the opportunity to conjure specific images (as described in the "Using Chronolilies" section in the module; see the 'Chronolily' entry in the **New Monsters** section towards the end of the module).

LEARNING THE LANGUAGE

Paragraph 2:

"any PC who rolls a successful Wisdom check" is changed to "any PC who rolls a Sense Motive check (DC 15)".

Paragraph 3:

"If a Wisdom check is successful" is changed to "If the check is successful".

Paragraph 4:

"a PC who rolls a successful Wisdom check" is changed to "a PC who rolls a successful Sense Motive check".

MORE ABOUT AHXA AND

UDRAS/SARGONNAS

Paragraph 5:

"*detect invisibility*" is changed to "*see invisible*".

COMMON FEATURES

Paragraph 1:

"a successful Wisdom check" is changed to "a successful Sense Motive check (DC 15)".

Orchards:

"If a character makes a successful saving throw vs. spell" is changed to "If a character makes a successful Fortitude Save (DC 15)".

"the grapes have the effect of a *potion of healing*." is changed to "the grapes have the effect on the PCs hit points as that of a full night's sleep."

Yellow Chronolily:

Paragraph 3:

"(roll a successful saving throw vs. poison for half damage)" is changed to "(roll a successful Fortitude Save (DC 15) for half damage)".

SPECIAL UNDERWATER RULES

References to the 2nd Edition PHB and DMG are to be ignored in favor of the underwater rules available in the DMG for Edition 3.5, pg. 92-93, 304. Do not use the special underwater rules supplied in the module.

ENCOUNTER KEY

Ahxa's Description:

"Wisdom check" is changed to "Sense Motive check".

2A – 2C. HOLES

Encounter Information:

"If the PC rolls a successful Dexterity check," is changed to "If the PC rolls a successful Balance check (DC 15),".

DLA3 - 3.5E - TRANSLATION DOCUMENT

5. FIRE PIT

Encounter Information:

Paragraph 3:

"all PCs must roll a successful Constitution check or suffer 1-2 points of damage from the extreme heat; this check must be rolled every five rounds" is changed to "all PCs must roll a Fortitude Save (DC 15) or suffer 1-2 points of damage from the extreme heat; this save must be rolled every five rounds".

Paragraph 4:

"Any character attempting to climb the wall must roll a Dexterity check" is changed to "Any character attempting to climb the wall must roll a Climb check (DC 15)".

"a successful Dexterity check to safely escape" is changed to "a successful Climb check to safely escape".

Fire minions (2): Use James O'Rance's 'Fire Minion' entry on the Dragonlance Nexus: <http://www.dl3e.com/fan/rules/12715.aspx>.

6. VINE FIELD

Encounter Information:

Metallic vine: CR 1; Gargantuan Plant; HD 6d8-18; hp 10; Init +0; Spd Nil; AC 20, touch 6, flat-footed 20 (+14 natural, -4 size); Atk +6 melee (2d4, constriction); SA Constriction; SQ immune to poison, SR 17; AL Nil; SV Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 5, Int 3, Wis 10, Cha 10.

Constriction: As stated in the module.

7. WATERFALL

Encounter Information:

Paragraph 3:

"If he rolls a successful Strength check with a -2 penalty" is changed to "If he rolls a successful Swim check (DC 17)".

Paragraph 5:

"A PC in the whirlpool who rolls a successful Strength check with a -2 penalty" is changed to "A PC in the whirlpool who rolls a successful Swim check (DC 17)".

8. DANGLING PODS

Encounter Information:

Immature phase spider (5): CR 2; Medium Magical Beast; HD 2d10+10; hp 21; Init +8 (+4 dex, +4 improved initiative); Spd 40 ft., climb 20 ft.; Atk +3 melee (1d4+2, bite); SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +5, Ref +5, Will +0; Str 15, Dex 19, Con 14, Int 5, Wis 11, Cha 10.

Skills: Climb +6, Move Silently +5, Spot +3.

Feats: Improved Initiative.

Mother Phase spider: Use the 'Phase Spider' entry in the *Monster Manual*, pg. 207-8.

Paragraph 2 (after the stat block):

"assume the pod has an AC of 5 and that 10 points of damage is sufficient to destroy it" is changed to "assume the pod has an AC of 15 and that 10 points of damage is sufficient to destroy it".

Paragraph 5 (after the stat block):

"(any PC who rolls a successful Intelligence check recognizes them as some kind of insect or spider eggs)" is changed to "(any PC who rolls a successful Knowledge (nature) check (DC 15) recognizes them as some kind of insect or spider eggs)".

Paragraph 6 (after the stat block):

"The pod has an AC of 5" is changed to "The pod has an AC of 15".

9. SPONGY AREA

Encounter Information:

Paragraph 1:

"If the PC succeeds in a Dexterity check, he grabs a section of solid ground and stops sinking. If he succeeds in a Strength check, he pulls himself free." is changed to "If the PC succeeds in a Grapple check (DC 15), he grabs a section of solid ground and stops sinking. If he succeeds in a Climb check (DC 15), he pulls himself free."

Paragraph 2:

"Any PC can pull a sinking PC free if he rolls a successful Strength check with a -2 penalty" is changed to "Any PC can pull a sinking PC free if he rolls a successful Strength check (DC 17)".

11. ASH VALLEY

Encounter Information:

Stanhk: As in the *Beastiarly of Krynn*, pg. 128-129.

Colegeera: male human Diviner 7; CR 7; Medium Humanoid; HD 7d4+21; hp current 26, at full 39; Init +2 (-2 dex, +4 improved initiative); Spd 30 ft.; AC 8, touch 8, flat-footed 10 (-2 dex); Atk (as per weapon given); SQ restricted school (necromancy), summon familiar, scribe scroll; AL NG; SV Fort +5, Ref +0, Will +6; Str 4, Dex 7, Con 17, Int 14, Wis 12, Cha 11.

Skills: Concentration +10, Knowledge (arcana) +7, Knowledge (astrology) +7, Knowledge (history) +7, Knowledge (navigation) +5, Knowledge (the planes) +7, Spellcraft +12.

Feats: Combat Casting, Craft Wand, Craft Wondrous Item, Improved Initiative, Spell Focus (Divination).

Wizard Spells Prepared (4/5+1/4+1/2+1/1+1; base DC = 12 + spell level, Divination DC = 14 + spell level): 0 - Dancing Lights, Detect Magic, Read Magic, Resistance; 1 - Comprehend Languages, Detect Secret Doors, Detect Undead, Identify, Magic Aura, Ventriloquism; 2 - Continual Flame, Detect Thoughts, Locate Object, See Invisibility, Whispering Wind; 3 - Clairaudience/Clairvoyance (x2), Tongues; 4 - Arcane Eye, Detect Scrying.

Languages: Auric, Panak, Hoor.

Possessions: See text.

DLA3 - 3.5E - TRANSLATION DOCUMENT

Paragraph 13:

"a flask containing two doses of *potion of fire breath*" is changed to "a flask containing two doses of *potion of fire arrow*".

12. ISLAND OF GREY EARTH

Encounter Information:

Fetch: As in the *Dragonlance Campaign Setting*, pg. 223-224.

13. CRYSTAL TREE

Encounter Information:

Paragraph 3:

"(roll a successful saving throw vs. spell for half-damage)" is changed to "(roll a successful Reflex Save (DC 15) for half-damage)."

14. COLOR RINGS

Encounter Information:

Paragraph 1:

"an icy chill ripples through his body and he must roll a Constitution check; if the check is successful, he suffers 1 point of chilling damage; if the check fails, he suffers 1d4 points of damage." is changed to "an icy chill ripples through his body and he must roll a Fortitude Save (DC 12); if he saves, he suffers only 1 point of cold damage; if he fails the save, he suffers 1d4 points of cold damage."

"He must roll additional Constitution checks for every subsequent round" is changed to "He must roll additional save every subsequent round with a cumulative +1 penalty to the DC each round".

Yellow:

"An icy chill ripples through the PC's body and he must roll a Constitution check; if the check is successful, he suffers 1 point of damage, and if the check fails, he suffers 1d4 point of damage." Is changed to "An icy chill ripples through the PC's body and he must roll a Fortitude Save (DC 12); if he saves, he suffers only 1 point of cold damage; if he fails the save, he suffers 1d4 points of cold damage."

"He must roll additional Constitution checks for every subsequent round he is in contact with the yellow stone." is changed to "He must roll additional Fortitude Saves for every subsequent round he is in contact with the yellow stone (+1 cumulative penalty to the DC each round)."

15. ELECTRIC FOREST

Encounter Information:

Paragraph 1:

"Any character making physical contact with the tree must roll a Constitution check; if the check is successful, he loses 1-2 points of damage, and if the check fails, he loses 2d4 points of damage." is changed to "Any character making physical contact with the tree must roll a Fortitude Save (DC 15); if he makes the save, he loses 1-2 points of electrical damage, and if he fails the save, he loses 2d4 points of electrical damage."

Electric Forest Table

The 19-20 entry is now:

"A bolt of electric arcs from a tree, striking a random PC, inflicting 5d6 points of damage. The struck PC may make a Reflex Save (DC 15) for half damage."

16. REVERSED WATERFALL

Encounter Information:

Crystal ooze: CR 5; Medium Ooze; HD 4d10+24; hp 63; Init -5; Spd 10 ft., Swim 30 ft.; AC 5, touch 5, flat-footed 10 (-5 Dex); Atk +4 melee (2d4+1/x2 crit, slam w/poison); SA constrict, poison; SQ blindsight 60', immune to acid, cold, heat, fire, and poison, ooze traits, transparent; AL N; SV Fort +7, Ref -4, Will -4; Str 12, Dex 1, Con 22, Int 0, Wis 1, Cha 1.

Poison: Any wood, cloth, or flesh who comes in contact with a crystal ooze is attacked by the poison. A character that is poisoned must make a Fortitude Save (DC 17) or become paralyzed for 2d4 rounds. During this time the ooze will try to engulf the victim (no save at this point since the victim cannot struggle).

The poison does 16 points of damage per round to wood and cloth materials. However the ooze must remain in contact with the material in order for continuous damage over the rounds to apply.

Constrict: Anyone engulfed automatically takes 2d4 points of damage per round. If the paralysis poison wears off while still inside, roll Fortitude Saves again (DC 21, while engulfed).

Transparent: It normally takes a DC 15 Spot check to see the crystal ooze. If the ooze is in the water, a DC 25 Spot check is required.

Paragraph 1 (after the stat block):

"The translucent crystal ooze is 75% invisible while immersed in the pool." is changed to "The PCs must make a Spot check of DC 25 to see the translucent crystal ooze while it is immersed in the pool. If they are actively looking for it, it can be seen with a Search check of 21."

"the crystal ooze attacks a random PC." is changed to "the crystal ooze attacks a random PC in the pool."

Paragraph 2 (after the stat block):

"If he rolls a successful Strength check with a -2 penalty" is changed "If he rolls a successful Swim check (DC 17)".

"(assume that any PC with the swimming proficiency can automatically swim to safety)" is removed.

"he must roll a successful Constitution check or suffer 1d4 points of damage." is changed to "he must roll a successful Fortitude Save (DC 15) or suffer 1d4 points of damage."

DLA3 - 3.5E - TRANSLATION DOCUMENT

Paragraph 4 (after the stat block):

"A PC in the whirlpool who rolls a successful Strength check with a -2 penalty is able to swim with enough force to resist the whirlpool and prevent himself from being drawn to the circle (any PC with the swimming proficiency can automatically resist the whirlpool)." is changed to "A PC in the whirlpool who rolls a successful Swim check (DC 17) is able to swim with enough force to resist the whirlpool and prevent himself from being drawn to the circle."

"he must roll a successful Constitution check or suffer 1d4 points of damage)" is changed to "he must roll a successful Fortitude Save (DC 15) or suffer 1d4 points of damage)".

Please note that Tumble checks in the falling situations are allowed at the DM's discretion.

Paragraph 6 (after the stat block):

"he must roll a successful Constitution check or suffer 1d4 points of damage." is changed to "he must roll a successful Fortitude Save (DC 15) or suffer 1d4 points of damage."

DLA3 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 2: INTERLUDES

INTERLUDE I: RING MOUNTAINS

DM'S BACKGROUND

Shiudro tribesmen: Dwarfen Ftr 1; CR 1; Medium Humanoid; HD 1d10+3; hp 13; Init +0; Spd 20 ft.; AC 12, touch 10, flat-footed 12 (+2 armor); Atk +2 melee (1d6+1/x2 crit, club) or +2 melee (1d8+1/x3 crit, spear); SQ Darkvision 90', stonecunning (+2 on checks involving stone work), sunlight sensitivity; AL NG; SV Fort +7, Ref +0, Will +2; Str 13, Dex 11, Con 16, Int 11, Wis 10, Cha 8.

Skills: Climb +5, Jump +5.

Feats: Great Fortitude, Iron Will.

Possessions: Club, Leather Armor, Spear.

Sunlight Sensitivity: -1 penalty to all actions when in full sunlight.

RITUAL OF THE DYING

Paragraph 1:

"but any PC rolling a successful Wisdom check" is changed to "but any PC rolling a successful Listen check (DC 15)".

"(any dwarfen PC will know this automatically)" is changed to "(any dwarfen PC or PC that speaks a dwarfen language will know this automatically)".

Paragraph 2:

"any PC who speaks dwarfen and rolls a successful Intelligence check realizes that the chants and songs are part of a funeral ceremony." is changed to "any PC who speaks dwarfen and rolls a successful Knowledge (religion) check (DC 15) realizes that the chants and songs are part of a funeral ceremony. A bard may figure out the same if they make a Bardic Knowledge check (DC 23)."

Markellan (Starwing): Use the 'Great Wyrms Silver Dragon' in the *Monster Manual*, pg. 86-88.

Paragraph 1 (after the stat block):

"any PC who rolls a successful Intelligence check" is changed to "any PC who rolls a successful Knowledge (nature) check (DC 15)".

Paragraph 3 (after the stat block):

All references to *Melf's minute meteors* is changed to *fireball*. Markellan also will not cast it if he can't do so without setting the surrounding area ablaze. In such cases when he is attempting to frighten the party, he may cast it in front of them or also above their heads.

THE COMING OF THE SPIRIT RIDER

Paragraph 1:

"(Any PC who rolls a successful Intelligence check" is changed to "(Any PC who rolls a successful Knowledge (religion) check (DC 19) or a Bardic Knowledge check (DC 15)".

Hortaht: male dwarf Clr 7; CR 7; Medium Humanoid; HD 7d8+7; hp 49; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15 (+5 armor, +2 dex); Atk +6 melee (1d8+1/x3 crit, Battleaxe); SQ stonecunning (+2 on checks involving stone work), turn and rebuke undead; AL LG; SV Fort +6, Ref +4, Will +8; Str 12, Dex 14, Con 13, Int 13, Wis 17, Cha 16.

Skills: Knowledge (herbalism) +6, Knowledge (religion) +11, Perform (musical instrument) +8.

Feats: Combat Casting, Leadership, Scribe Scroll.

Domain: Protection – Hortaht can generate a *protective ward* as a supernatural ability. He can grant someone he touches a resistance bonus equal to his cleric level on his or her next saving throw. Activating this power is a standard action. The ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; domain: Protection, base DC = 13 + spell level): 0 – Detect Magic, Detect Poison, Mending, Purify Food and Drink, Read Magic, Resistance; 1 – Detect Evil, Hide from Undead, Detect Undead, Remove Fear, *Sanctuary, Shield of Faith; 2 – Delay Poison, Remove Paralysis, *Shield Other, Silence, Zone of Truth; 3 – *Protection from Energy (Fire) (x2), Remove Blindness/Deafness, Remove Curse; 4 – Repel Vermin, *Spell Immunity.

Languages: Dwarfen, Gnomish, Panak.

Possessions: Chainmail, Battleaxe, *Pendant of Tongues* (when rubbed, grants the wearer the powers of a *tongues* spell cast at 9th-level; the pendant has 12 charges).

Note: Although he is a cleric of one of the moons, in the Taladas setting clerics of the moon *spirits* are still able to be granted clerical spells regardless of the restrictions on their Ansalonian counterparts.

Corro: male dwarf Brd 6; CR 6; Medium Humanoid; HD 6d6+6; hp 25; Init +5 (+1 dex, +4 improved initiative); Spd 20 ft.; AC 14, touch 11, flat-footed 13 (+2 armor, +1 shield, +1 dex); Atk +4 melee (1d8/x3 crit, battleaxe); SQ stonecunning (+2 on checks involving stone work), bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence, suggestion; AL LG; SV Fort +3, Ref +6, Will +8; Str 11, Dex 13, Con 12, Int 14, Wis 16, Cha 16.

Skills: Climb +9, Diplomacy +12, Knowledge (history) +11, Jump +2, Listen +12, Move Silently +9, Perform +12, Sleight of Hand +12, Tumble +8, Use Magic Device +10.

Feats: Acrobatic, Deft Hands, Improved Initiative.

Languages: Dwarfen, Gnomish, Panak, Auric.

DLA3 - 3.5E - TRANSLATION DOCUMENT

Possessions: Battle axe, Leather Armor, Small Wooden Shield.

Note: The implied class restriction stated in the Corro footnote no longer applies in Edition 3.5. However the inability of Corro to cast still applies since officially Bard do not have spell casting abilities during the 4th Age. Also the kit stated in the footnote no longer applies.

Where are we?

"(Any PC rolling a successful Intelligence check" is changed to "(Any PC rolling a successful Knowledge (geography) check (DC 17) or Bardic Knowledge check (DC 15)".

SLIMY INTRUDERS

Disir (8): Use James O'Rance's 'Disir' entry on the Dragonlance Nexus: <http://www.dl3e.com/fan/rules/12708.aspx>.

INTERLUDE 2:

CLETAN HILLS

SEARCHING THE RUBBLE

Rubble Search Table

1. Use DC 15 for the intelligence check.
5. For the giant centipedes, use the 'Monstrous Centipede, Large' entry from the *Monster Manual*, pg. 286.
6. "Anyone eating a piece must roll a successful saving throw vs. poison" is changed to "Anyone eating a piece must roll a successful Fortitude Save against poison (DC 15)".

JOURNEY THROUGH THE CYLINDER

Paragraph 6:

Any fractional real damage is rounded down. For example, 11 points of illusionary damage equates to only 2 points of real damage.

FIRST SECTION (2B-2C)

Dreamwraith: As in the *Towers of High Sorcery*, pg. 145-146.

Paragraph 2 (after the stat block):

"The chosen PC must roll a saving throw vs. spell" is changed to "The chosen PC must roll a Will Save (DC 15)"

Paragraph 3 (after the stat block):

"with its chill touch" is changed to "with its slam attack".

THIRD SECTION (2E)

Dreamshadow black abishai: CR 5; Large Outsider (dream); HD 4d8+12; hp 33; Init +0; Spd 30 ft., Fly 40 ft.; AC 15, touch 9, flat-footed 15 (+6 natural, -1 size); Atk +8 melee (2d4+5 illusion/x2 crit, claws) and +8 melee (1d4+6 illusion/x2 crit, tail w/poison); SA dive, poison, spell-like abilities, wisdom damage; SQ Devil traits, DR 10/good, fast healing 1 (unless damage was done by some type of holy weapon), SR 19, vulnerable to holy water; AL LE; SV Fort +7, Ref +4, Will +4; Str 20, Dex 10, Con 16, Int 11, Wis 10, Cha 15.

Skills: Intimidate +9, Knowledge (the planes) +3, Listen +7, Move Silently +3, Search +4, Sense Motive +4, Spot +4.

Feats: Combat Reflexes, Improved Unarmed Strike.

Dive: Abishai can fly into the air and dive at enemies, striking with both claws. Their attack rolls are made with a +2 bonus. A successful hit deals double (illusionary) damage.

Poison: Upon being hit by the Abishai's tail, a small stinger injects poison into the victim. The victim must make a Fortitude Save (DC 15) or die instantly (illusionary death). Those that 'die' remain unconscious until the dream ends or he is 'resurrected' within the dream.

Spell-like Abilities: (as a 5th-level Sorcerer) At will - *Change Self, Command, Produce Flame, Pyrotechnics, and Scare.*

Vulnerable to Holy Water: A splash of holy water does 2d4 points of damage to an abishai.

Wisdom Damage: The attacks of a dreamwraith deal 1 point of Wisdom damage in addition to any illusionary damage from a slam or weapon. This damage is real, and recovered at a rate of 1 point per hour after the dream ends.

Paragraph 2 (after the stat block):

It is a DC 15 Intelligence check.

THE GRATEFUL SPIRIT

Paragraph 2:

"(Any PC who rolls a successful Intelligence check" is changed to "(Any PC who rolls a successful DC 15 Sense Motive check".

DISBELIEVING ILLUSIONS

The base DC of the *mindspin* illusions is 23. Disbelieving a dreamwraith is DC 28. However the bonuses given in the module's **Concentration Modifiers for Disbelieving Illusions** table still do apply, along with any other modifiers applied to disbelief checks.

In all circumstances, the concentration times must still be completely uninterrupted and announced before the period begins. All 'turns' listed in the table equate to a ten minute period of time. Also there is no secret DM number to roll. There is a set DC that must be rolled against.

DLA3 - 3.5E - TRANSLATION DOCUMENT

INTERLUDE 3: UPPER PANAK

ABOUT THE ICE TEMPLE

Paragraph 3:

"he must roll a Constitution check" is changed to "he must roll a DC 15 Fortitude Save".

Paragraph 4:

"Dexterity check" is changed to "Balance check (DC 15)".

Paragraph 5:

All checks for figuring out who is able to climb and who falls is determined by a Climb check (DC 17). However if someone is held by rope, there is no chance of falling under normal circumstances.

ABOUT THE ICE TEMPLE

3e & 3i. Slope:

Paragraph 2:

"Dexterity check" is changed to "Balance check (DC 15)".

"A character attempting to climb down the slope must roll a successful Climbing Check" is changed to "A character attempting to climb down the slope must roll a successful Climb check (DC 17)".

3h. Pit Trap:

A *potion of healing* dose heals 2d4+2 points of damage.

3i. Ice Door:

"Any PC who rolls a successful Strength check with a -2 penalty" is changed to "Any PC who rolls a successful Strength check (DC 17)".

3m. Sphere Room:

Flesh golem (derived from thanoi): Use the 'Golem, Flesh' entry in the *Monster Manual*, pg. 135, except for the following:

Full Attack: 2 fists +10 melee (2d8+5) and 2 tusks +8 melee (1d8+5)

Challenge Rating: 8

Paragraph 3 (after the stat block):

"(assume it has an AC of 9)" is changed to "(assume it has an AC of 11)".

OUTCOMES

Chulcrix: CR 14; Colossal Aberration; HD 13d8+78; hp 136; Init +0; Spd 40 ft.; AC 22, touch 2, flat-footed 22 (+20 natural, -8 size); Atk +14/+14 melee (2d8+13/x2 crit, pincer); SA Attraction, swallow whole; SQ Blindsight, immunity to cold, fire, gaze attacks, and dragon breath weapons, fast healing 2, *plane shift*, SR 15; AL CE; SV Fort +10, Ref +4, Will +8; Str 36, Dex 10, Con 22, Int 6, Wis 11, Cha 10.

Skills: Spot +12.

Note: This version of the Chulcrix is based off of James O'Rance's Chulcrix entry on the Dragonlance Nexus: <http://www.dl3e.com/fan/rules/12697.aspx>. However, due to the O'Rance version having a Challenge Rating of 23, this version has been severely weakened in order to match the module's chulcrix more in difficulty.

Use O'Rance's description of *Attraction*, *Swallow Whole*, *Plane Shift*, and *Blindsight* except for the following:

1. The saving throws under 'Attraction' are DC 20 instead of DC 26.

2. It takes two rounds for the Chulcrix to unhinge its jaws to the 50' diameter before the *Attraction* can begin.

INTERLUDE 4:

NERON

DM'S BACKGROUND

Irroi tribesmen: human Com1; CR 1/2; Medium Humanoid; HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d4, 19-20.x2, dagger) or +0 ranged (1d6/x3 crit, shortbow); AL LN; SV Fort +1, Ref +0, Will +2; Str 11, Dex 10, Con 12, Int 10, Wis 11, Cha 10.

Skills: Listen +4, Ride +4, Spot +4.

Feats: Endurance, Iron Will.

ARRIVAL

Paragraph 3:

"Any PC who rolls a successful Intelligence check can identify the fruit as a retch plant globe; any PC with the herbalism proficiency can identify it automatically." is changed to "Any PC who rolls a successful Knowledge (herbalism) check (DC 17) can identify the fruit as a retch plant globe."

HUNTERS AND PREY

Giant weasels (4): Use 'Dire Weasel' entry from the *Monster Manual*, pg. 65, except you should maximize their hit points to 24.

THE OBNOXIOUS SKULL

All references to 'Nimrod' are meant to be to 'Nimkop'.

DLA3 - 3.5E - TRANSLATION DOCUMENT

ABOUT THE SKULL

"(movement rate of 1)" is changed to "(movement rate of 3)".

RETURNING TO EBORIUM

Banderlogs (4): Use the 'Ape' entry from the *Monster Manual*, pg. 268.

INTERLUDE 5:

RAINWARD ISLE

DM'S BACKGROUND

Zombie: Use the 'Human Commoner Zombie' entry from the *Monster Manual*, pg. 266 except that they are aligned Neutral.

ARRIVAL

Paragraph 3:

"(assume the lock has an AC of 5)" is changed to "(assume the lock has an AC of 15)".

"(this requires a successful Dexterity check;" is changed to "(this requires a successful Climb check (DC 17);".

COMMON FEATURES

Paragraph 1:

"a successful Strength check with a -2 penalty" is changed to "a successful Strength check (DC 17)".

FIRST MEETING

Wichtlin: Use the 'Wichtlin, 4th-Level Kagonesti Elf Ranger' example in the 'Wichtlin' entry of the *Beastiar of Krynn*, pg. 132.

SECOND MEETING

Awahn Baz (spectre): Use the 'Spectre' entry in the *Monster Manual*, pg. 232 except that Awahn is aligned LN._

CEMETERY MAP KEY

5a. First Cairn:

Juju zombie: CR 6; Medium Undead; HD 4d12; hp 31; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14 (+4 natural); Atk +3 melee (1d6+1/x2 crit, slam); SQ DR 10/+1, Half damage from fire, piercing, and blunt weapons, Immune to illusion, charm, hold, magic missile, cold, poison, and electricity, Undead traits; AL NE; SV Fort +1, Ref +1, Will +4; Str 13, Dex 11, Con -, Int 4, Wis 10, Cha 1.

Skills: Climb +10, Listen +3, Search +1, Spot +4.

Feats: Improved Initiative, Run.

Rot grubs: CR 1; Fine Vermin; HD 1d8+1; hp 5; Init -3; Spd 3 ft.; AC 15, touch 15, flat-footed 18 (-3 Dex, +8 Size); Atk +1 melee (no damage, burrow); SA burrow; AL N; SV Fort +3, Ref -3, Will -5; Str 1, Dex 5, Con 12, Int 1, Wis 1, Cha 1.

Skills: Climb -1, Hide +1, Move Silently +1.

Burrow: Upon a successful melee attack, the rot grub is able to burrow into the flesh of the victim. Within 1d3 turns, the rot grub will burrow into the victim's heart, resulting in instant death unless flames are applied to the wounds (1d6 points of damage per application) or *remove disease* is cast.

3)

"all PCs must roll saving throws vs. spell;" is changed to "all PCs must roll Will Saves (DC 15);".

5b. Second Cairn:

Ash zombies (4): CR 1; Medium Undead; HD 3d12; hp 17; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15 (+5 natural, +1 dex); Atk +3 melee (1d6+1/x2 crit, Slam); SA burning heat, DR 10/+1; SQ darkvision 60', undead traits; AL N; SV Fort +0, Ref +2, Will +3; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Burning Heat: Ash zombies emit great heat. If someone makes contact with the ash zombie (or if the zombie makes contact with a victim), the victim must successfully Save Fortitude (DC 17) or suffer an additional 1d4 points of heat damage.

Paragraph 2 (after the stat block):

"all PCs must roll a Constitution check" is changed to "all PCs must roll a Fortitude Save (DC 13)".

"All PCs, including those who roll successful Constitution checks," is changed to "All PCs, including those who roll successful save,".

5c. Third Cairn:

Thorn zombies (4): CR 2; Medium Undead; HD 2d12; hp 14; Init +0; Spd 20 ft.; AC 13, touch 10, flat-footed 13 (+3 natural); Atk +0 melee (2d6/x2 crit, Slam w/thorns); SA thorns; SQ darkvision 60', DR 5/slashing, undead traits; AL N; SV Fort +0, Ref +1, Will +3; Str 10, Dex 10, Con -, Int -, Wis 10, Cha 1.

Thorns: Any opponent in physical contact with the body of the thorn zombie has a 50% chance of suffering 1d2 points of damage from scraping against its sharp thorns.

DLA3 - 3.5E - TRANSLATION DOCUMENT

5d. Fourth Cairn:

Ghasts (3): As in the *Monster Manual*, pg. 118-119.

5e. Fifth Cairn:

Paragraph 1 (after the Table):

"any PC who rolls a successful Intelligence check" is changed to "any PC who rolls a successful Knowledge (nobility and royalty) check (DC 15) or Bardic Knowledge check (DC 13)".

Paragraph 2:

"but any PC who rolls a successful Strength check" is changed to "but any PC who rolls a successful Strength check (DC 15)".

Serpent zombie: Use the 'Human Commoner Zombie' entry from the *Monster Manual*, pg. 265-267, except for the following:

Hit Dice: 2d12+3 (20 hp)

Attack: Claws +2 melee (1d8+1) and Snake Bite +2 melee (1d6+1) or Club +2 melee (1d6+1)

Full Attack: Claws +2 melee (1d8+1) and Snake Bite +2 melee (1d6+1) or Club +2 melee (1d6+1)

Challenge Rating: 1

Alignment: True Neutral

Giant rats (12): Use the 'Dire Rats' entry in the *Monster Manual*, pg. 64.

Paragraph 2 (after the stat block):

(Based on the AD&D 2nd Edition DMG entry) The *ring of warmth* provides the wearer with body heat even in conditions of extreme cold where the wearer has no clothing whatsoever. It also restores damage caused by cold at a rate of 1 point per turn. It also grants the wearer a +2 bonus to saving throws versus cold-based attacks. It also reduces damage sustained by cold-based attacks by 1 point per die.

5f. Sixth Cairn:

Large spiders (2): Use the 'Monstrous Spider, Medium' entry in the *Monster Manual*, pg. 288-289.

INTERLUDE 6:

THENOL

DM'S BACKGROUND

Guard: Human Ftr 3; CR 3; Medium Humanoid; HD 3d10+3; hp 19; Init +1; Spd 20ft.; AC 16, touch 11, flat-footed 15 (+5 armor, +1 dex); Atk +5 melee (1d8+2 19-20/x2 crit, longsword) or +5 melee (1d8+2/x3 crit, battleaxe); AL N; SV Fort +4, Ref +2, Will +1 Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 11.

Skills: Climb +8, Jump +8, Swim +8.

Feats: Blind-Fight, Cleave, Combat Reflexes, Improved Unarmed Strike, Power Attack.

Possessions: Battleaxe, Chainmail, Longsword.

Spectator: Human Com 1; CR ½; Medium Humanoid; HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 dex); Atk +0 melee (1d4 19-20/x2 crit, dagger) or +0 melee (1/x2 crit, fists); AL N; SV Fort +0, Ref +1, Will -1; Str 11, Dex 12, Con 11, Int 10, Wis 9, Cha 12.

ARRIVAL

Xenneh: Female Human Ftr 6; CR 6; Medium Humanoid; HD 6d10+12; hp 55; Init +3; Spd 30ft.; AC 15, touch 13, flat-footed 12 (+2 armor, +3 dex); Atk +10/+5 melee (1d8+4 19-20/x2 crit, longsword) or +9/+4 melee (1d4+3 19-20/x2 crit, dagger) or +9/+4 melee (1d8/x3 crit, longbow); AL LE; SV Fort +7, Ref +5, Will -1; Str 16, Dex 16, Con 15, Int 6, Wis 5, Cha 11.

Skills: Craft (Armorsmithing) +1, Survival +0.

Feats: Endurance, Improved Bull Rush, Improved Overrun, Improved Sunder, Leadership, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Thenolian.

Possessions: long sword, dagger, leather armor, long bow.

Asta: Female Human Wiz 6; CR 6; Medium Humanoid; HD 6d4-6; hp 13; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Atk +3 ranged (1d4/x2 crit, sling) or +3 ranged (1d4-2 19-20/x2 crit, dagger); SQ summon familiar, scribe scroll; AL LE; SV Fort +1, Ref +2, Will +4; Str 6, Dex 10, Con 9, Int 16, Wis 9, Cha 11.

Skills: Concentration +8, Heal +3, Knowledge (arcana) +12, Knowledge (herbalism) +12, Spellcraft +12.

Feats: Combat Casting, Eschew Materials, Leadership, Silent Spell, Still Spell.

Wizard Spells Prepared (4/4/4/3; base DC = 13 + spell level): 0 - Dancing Lights, Flare, Light, Ray of Frost; 1 - Ray of Enfeeblement, Magic Missile, Shield, Shocking Grasp; 2 - Continual Flame, Gust of Wind, Irritation, Shatter; 3 - Irritation (Still), Lightning Bolt, Ray of Enfeeblement (Silent, Still).

Languages: Thenolian, Auric, Panak, Hoor.

Possessions: sling, dagger.

Kapak draconians (6): As in the *Dragonlance Campaign Setting*, pg. 219-220.

DLA3 - 3.5E - TRANSLATION DOCUMENT

INTERRUPTIONS

First Interruption:

The *irritation* spell works in the following manner. (Based off of the *irritation* spell's entry in the 2nd Edition AD&D PHB.)

Irritation

Transmutation

Level: Wiz 2

Components: V, S, M

Range: 10 yards/level

Target: 1 to 4 creatures in a 15-foot radius area

Duration: Special

Saving Throw: Fortitude negates

Spell Resistance: Yes

An *irritation* spell affects the epidermis of the subject creatures. Creatures with very thick or insensitive skins (such as buffalo, elephants, scaled creatures, etc.) are basically unaffected by this. There are two versions of the spell, either of which can be cast from the standard preparation:

Itching. When cast, this causes each subject to feel an instant itching sensation on some portion of its body. If one round is not immediately spent scratching the irritated area, the creature is so affected that the next three rounds are spent squirming and twisting, effectively worsening its Armor Class by 4, and its attack rolls by 2 during this time. Spell preparations are ruined in the first round this spell is in effect, but not in the following three rounds. Doing nothing but scratching the itch for a full round prevents the rest of the effect. If cast at one creature, the saving throw DC is increased by 3; if cast at two creatures, the saving throw DC is increased by 1; and if cast at three or four creatures, the saving throw is normal.

Rash. When a rash is cast, the subject notices nothing for 1d4 rounds, but thereafter its entire skin breaks out in red welts that itch. The rash persists until either a *remove disease* or *dispel magic* spell is cast upon it. It lowers Charisma by 1 point per day for each of four days (i.e., maximum Charisma loss is 4 points). After one week, Dexterity is lowered by 1 point also. Symptoms vanish immediately upon the removal of the rash, and all statistics return to normal. This can be cast at one creature only, with the saving throw DC increased by 2.

The material component for this spell is a leaf from poison ivy, oak, or sumac.

DLA3 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 3: SCHEDULED EVENTS

SCHEDULED EVENT 1:

TEAR DROPS

HARDENED TEARS

Paragraph 3:

"must roll a successful saving throw vs. poison or suffer 1 point of damage." is changed to "must roll a successful Fortitude Save (DC 13) or suffer 1 point of damage."

SCHEDULED EVENT 2:

HOT TIME

DEATH FROM BELOW

Kahh (Darkheart): Use the 'Young Adult Black Dragon' entry in the *Monster Manual*, pg. 70-72.

THE BATTLE

Fire minion (2): Use James O'Rance's 'Fire Minion' entry on the Dragonlance Nexus: <http://www.dl3e.com/fan/rules/12715.aspx>.

SCHEDULED EVENT 4:

GNOME LAIR

DM'S BACKGROUND

Schymonarke worker: male gnome (gnomoi) Ftr1; CR 1; Small Humanoid; HD 1d10; hp 10; Init +1; Spd 20 ft.; AC 12, touch 12, flat-footed 11 (+1 dex, +1 size); Atk +2 melee (1d4/x2 crit, hammer (light), crowbar, or other tool); SQ Krynnish gnome traits; AL LN; SV Fort +4, Ref +1, Will +1; Str 10, Dex 12, Con 11, Int 14, Wis 9, Cha 9.

Skills: Craft (Weaponsmithing) +6, Disable Device +4, Knowledge (architecture & engineering) +4, Knowledge (the planes) +4.

Feats: Great Fortitude, Run.

Languages: Auric, Dwarven, Gnomoi Gnomish, Panak.

Possessions: Hammer (light), crowbar, or other tool.

Schymonarke leader: male gnome (gnomoi) Ftr3; CR 3; Small Humanoid; HD 3d10; hp 21; Init +5 (+1 dex, +4 improved initiative); Spd 20ft.; AC 16, touch 12, flat-footed 15 (+4 armor, +1 dex, +1 size); Atk +4 melee (1d6 19-20/x2 crit, short sword); SQ Krynnish gnome traits; AL LN; SV Fort +5, Ref +4, Will +2; Str 10, Dex 12, Con 11, Int 14, Wis 9, Cha 11.

Skills: Craft (Weaponsmithing) +8, Disable Device +5, Knowledge (architecture & engineering) +5, Knowledge (the planes) +5.

Feats: Great Fortitude, Improved Initiative, Lightning Reflexes, Run.

Languages: Auric, Dwarven, Gnomoi Gnomish, Panak.

Possession: Scale mail, short sword.

MAP KEY - SCHYMONARKE LAIR MAP

2. Prying Device:

"(the device has an AC of 1)" is changed to "(the device has an AC of 19)".

SCHEDULED EVENT 5:

OMINOUS RUMBLES

TREMBLING GROUND

Paragraph 3:

"he must roll a successful Constitution check" is changed to "he must roll a successful Fortitude Save (DC 15)".

"the chain has an AC of -6" is changed to "the chain has an AC of 26".

DLA3 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 4: THE FINAL BATTLE

REUNION

Marlaine (Sunscale): Use the 'Mature Brass Dragon' entry in the *Monster Manual*, pg. 79-80.

Tryff (Windsong), Bronsos (Longwing), and Corriya (Darkeye): Use the 'Very Young Brass Dragon' entry in the *Monster Manual*, pg. 79-80.

Quarr (Slycer): Use the 'Young Copper Dragon' entry in the *Monster Manual*, pg. 82-84.

THE COMING BATTLE

THE GIFT OF THE GEMS

Orange cindergem: "AC -11, Fl 30 (C)" is changed to "AC 41, Fly 200 ft. (clumpsy)".

Yellow cindergem: Both phrases "if the attack is successful (make a normal attack roll)" are changed to "if a ranged touch attack is successful".

Green cindergem: "(make a normal attack roll)" is changed to "(make a normal ranged touch attack roll)". Note that although this is mentioned as a cone, the cone is narrow enough to be treated as a beam. Only one target may be struck per use.

Blue cindergem:

Skull: summoned undead image; CR 5; Tiny undead; HD 5d12; hp 60; Init +0; Spd Fly 30 ft. (Poor); AC 15, touch 15, flat-footed 12 (+3 dex, +2 size); Atk +5 melee (2d6 19-20/x2 crit, bite); SQ Can only be hit by spells, magical weapons, or dragon's breath; AL N; SV Fort +1, Ref +4, Will +4; Str 10, Dex 16, Con -, Int -, Wis -, Cha 10.

Indigo cindergem: "His AC is 0; he can fly at a rate of 30 (B)" is changed to "His AC is 20; he can fly at a rate of 80 ft. (Perfect)".

"and drains two life energy levels" is changed to "and bestows two negative levels".

Violet cindergem: No changes made.

DETERMINE CHANCE OF FALLING

The method of determining if a PC falls from the dragon during combat is changed to the following.

A PC may fall off his mount in the heat of battle. To avoid falling the PC must make a Ride (dragon) skill check. The check has a base DC 13. This presumes that the mount is participating in combat and that the PC's hands are freed to use a weapon and are not being used to cling to the mount. The DC is modified as follows:

- +4 if the rider has no rank in Ride (dragon).
- 1 for each Str Mod and Dex Mod point.
- +1 for each negative Str Mod and Dex Mod point.

Regardless of the resultant value, the DC cannot be less than 2 or more than 18. If the value is less than 2, use DC 2. If the value is greater than 18, use DC 18.

EVIL FACTIONS

FACTION A

Chulcrix: CR 14; Colossal Aberration; HD 13d8+78; hp 136; Init +0; Spd 40 ft.; AC 22, touch 2, flat-footed 22 (+20 natural, -8 size); Atk +14/+14 melee (2d8+13/x2 crit, pincer); SA Attraction, swallow whole; SQ Blindsight, immunity to cold, fire, gaze attacks, and dragon breath weapons, fast healing 2, *plane shift*, SR 15; AL CE; SV Fort +10, Ref +4, Will +8; Str 36, Dex 10, Con 22, Int 6, Wis 11, Cha 10.

Skills: Spot +12.

Note: This version of the Chulcrix is based off of James O'Rance's Chulcrix entry on the Dragonlance Nexus: <http://www.dl3e.com/fan/rules/12697.aspx>. However, due to the O'Rance version having a Challenge Rating of 23, this version has been severely weakened in order to match the module's chulcrix more in difficulty.

Use O'Rance's description of *Attraction*, *Swallow Whole*, *Plane Shift*, and *Blindsight* except for the following:

1. The saving throws under 'Attraction' are DC 20 instead of DC 26.
2. It takes two rounds for the Chulcrix to unhinge its jaws to the 50' diameter before the *Attraction* can begin.

FACTION B

Jhad (Bloodclaw): Use the 'Young Blue Dragon' entry in the *Monster Manual*, pg. 72-74.

FACTION C

Hox (Pyra) and Rhuzu (Deathflare): Use the 'Young Red Dragon' entry in the *Monster Manual*, pg. 75-77.

DLA3 - 3.5E - TRANSLATION DOCUMENT

FACTION D

Attkon (Verdigris): Use the 'Young Green Dragon' entry in the *Monster Manual*, pg. 74-75.

FACTION E

Fyex (Shadowback): Use the 'Young Adult Black Dragon' entry in the *Monster Manual*, pg. 70-72.

FACTION F

Gargantua Eyewing: CR 9; Gargantuan outsider; HD 10d8+10; hp 99; Init +9 (+5 dex, +4 improved initiative); Spd 5 ft., fly 60 ft. (good); AC 20 (-4 size, +5 dex, +9 natural), touch 11, flat-footed 15; Atk +24 melee (1d10+10) and sting +19 melee (1d10+10) or tear splash +16 ranged (1d4 acid plus 1d4 Int); SQ Darkvision 60 ft.; dimensional cling, telepathy 90 ft.; SA Tear; AL LE; SV Fort +12, Ref +12, Will +9; Str 30, Dex 20, Con 21, Int 5, Wis 14, Cha 8.

Skills: Escape Artist +18, Hide +18, Listen +26, Move Silently +18, Spot +26.

Feats: Ability Focus (tear), Flyby Attack, Improve Initiative, Weapon Finesse (claws).

Eyewing (3): As in the *Beastiar of Krynn*, pg. 111-112.

SPECIAL RULES

Third Item:

Once combat begins, a PC's chance of falling is checked every three rounds while the PC is engaged in combat or whenever the dragon is performing a difficult maneuver (DM's determination) or has suffered a blow. The DM has the option of increasing or decreasing the frequency of these checks as he sees fit; for instance, checks might occur more often if an airborne dragon is fighting several opponents.

If the dragon is on the ground when the PC falls, has the PC roll a Tumble check (DC 13). If the check is made, no damage is suffered. Otherwise, 1d4 points of damage is taken by the PC. The dragon remains stationary if he loses his rider, but he continues to defend himself with his claws and breath weapons. It takes a rider one round to remount.

A PC slipping from his airborne mount can roll a successful Grapple check (DC 13) to grab the saddle or the dragon and prevent himself from falling. If he then rolls a successful Climb check (DC 13), he pulls himself back aboard the dragon (this takes one round, during which time he can take no other actions). If he fails the Climb check, he falls. A PC falling from an airborne dragon suffers normal falling damage. An airborne dragon immediately descends to the ground to retrieve his fallen rider; it takes the rider one round to remount (assuming the rider wasn't turned into a meat pancake with extra tomato sauce upon impact).

SPECIAL EVENT

Paragraph 3:

"Assume it attacks as a 12-Hit Dice monster; a successful hit inflicts 3d6 points of damage" is changed to "It attacks with a +12 attack bonus; a successful hit inflicts 6d6 points of damage".

AFTERMATH

Steel chest items:

- * A *rod of thunder and lightning*. The staff contains 20 charges.
- * A *whistle of dragon summoning*. The description is the same as in the module.
- * A *pendant of true seeing*. The level of the wizard/sorcerer version of the spell is 6.
- * A silk bag containing six opals, each worth 1,200 stl.

DLA3 - 3.5E - TRANSLATION DOCUMENT

PRE-GENERATED CHARACTERS

Udras/Sargonnas: male gnome Clr30; CR 35; Small Outsider (3 ft. 0 in.); HD 30d8+180; hp 420; Init +7; Spd 20ft.; AC 26, touch 26, flat-footed 19 (+7 dex, +1 size, +8 deflection); Atk (as per weapon used); SA Domain Mastery, SQ DR 10/magic, immunity to ability damage, ability drain, disease, energy drain, petrification, poison, *polymorph*, and mind-affecting effects, immortality, resistance to acid, cold, electricity, and fire 20, SR 30, turn and rebuke undead; AL LN; SV Fort +16, Ref +13, Will +23; Str 28, Dex 24, Con 22, Int 28, Wis 28, Cha 26.

Skills: Bluff +23, Concentration +39, Craft (alchemy) +42, Craft (weaponsmithing) +42, Gather Information +24, Intimidate +24, Knowledge (history) +24, Knowledge (religion) +42, Knowledge (the planes) +42, Sense Motive +24, Survival +24, Use Magic Device +19.

Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Grapple, Improved Unarmed Strike, Leadership, Power Attack, Quick Draw, Stunning Fist.

Cleric Spells Prepared (6/8+1/7+1/7+1/7+1/5+1/5+1/5+1/5+1/5+1; base DC = 19 + spell level): 0 - Create Water, Detect Magic, Detect Poison, Mending, Read Magic, Resistance; 1 - Bane, Cause Fear, Divine Favor, Doom, Entropic Shield, Magic Stone, *Magic Weapon, Sanctuary, Shield of Faith; 2 - Aid, Darkness, Death Knell, Desecrate, Hold Person, *Produce Flame, Sound Burst, Status; 3 - Bestow Curse, Deeper Darkness, Dispel Magic, Invisibility Purge, Speak with Dead, Remove Curse, *Wall of Fire, Wind Wall; 4 - Discern Lies, Dismissal, *Divine Power, Inflict Critical Wounds (x2), Poison, Sending, Spell Immunity; 5 - Break Enchantment, *Fire Shield, Raise Dead, Slay Living, Symbol of Pain, Unhallow; 6 - Antilife Shell, Blade Barrier, Greater Dispel Magic, Harm, *Hold Monster, Mass Inflict Moderate Wounds; 7 - Blasphemy, Destruction, Holy Word, Mass Inflict Serious Wounds, *Power Word Blind, Resurrection; 8 - Antimagic Field, Earthquake, Fire Storm, Greater Planar Ally, *Incendiary Cloud, Symbol of Death; 9 - Energy Drain, Gate, Implosion, Miracle, *Power Word Kill, Storm of Vengeance.

Domain: Fire - Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities 11 times per day. *Law* - Cast law spells as if +1 caster level. *War* - Free Martial Weapon Proficiency with a greataxe, and Weapon Focus (greataxe).

Domain Mastery Spells/Day (base DC = 18 + spell level): At will: 1st - 4th, 3/day; 5th - 7th, 1/day; 8th - 9th.

Gezele Ella: CR 9; Medium Humanoid (7 ft. 2 in., 290 lbs); HD 9d10+18; hp 80; Init +5 (+1 dex, +4 improve initiative); Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+6 armor, +3 cloak, +1 dex); Atk +16/+11 melee (1d6+10 19-20/x2 crit, club imbedded w/steel needles) or +15/+10 melee (1d4+6 19-20/x2 crit, dagger +1) or +14/+9 melee (1d8+5/x3 crit, battleaxe); SQ Perfect Mental Shield; AL LE; SV Fort +8, Ref +4, Will +5; Str 20, Dex 13, Con 14, Int 17, Wis 15, Cha 9.

Skills: Climb 10, Intimidate +11, Knowledge (arcana) +9, Knowledge (fine arts) +9, Ride (horse) +13, Survival +8, Swim +10.

Feats: Blind-Fight, Endurance, Greater Weapon Focus (club), Improved Critical (club), Improved Initiative, Leadership, Run, Track, Weapon Focus (club), Weapon Specialization (club).

Languages: Thenolian, Auric, Boki Gnomish, Ilquar Goblin, Hoor, Kothian.

Possessions: Banded mail, battleaxe, *cloak of dragon scales* (+3 AC), club imbedded w/steel needles, *dagger +1*, Silver symbol of faith (Angomeith).

Perfect Mental Shield: Immune to *Detect Thoughts*, magical scrying devices, and all other types of mental probes. This is to prevent the PCs from simply pulling the information she has from her ahead of time, so the DM should extend this ability as far as possible in order to keep the scenario going.

Grott: male goblin Clr 7; CD 7; Small Humanoid (3 ft. 0 in.); HD 7d8; hp 34; Init -1; Spd 20 ft.; AC 10, touch 10, flat-footed 11 (-1 dex, +1 size); Atk +6 melee (1d4 19-20/x2 crit, dagger) or +5 ranged (1d4/x2 crit, sling); SA *Cause Fear* up to five times per day (functions as cast by a 3rd level caster - DC 15); SQ turn and rebuke undead; AL LE; SV Fort +3, Ref +1, Will +7; Str 8, Dex 9, Con 7, Int 14, Wis 15, Cha 6.

Skills: Knowledge (agriculture) +9, Knowledge (astrology) +7, knowledge (religion) +9, Profession (cook) +11, Spellcraft +9.

Feats: Combat Casting, Mounted Combat (Worg), Weapon Focus (dagger), Weapon Specialization (dagger).

Languages: Auric, Ilquar Goblin, Thenolian, Tamire Elf.

Possessions: Dagger, leather coat (functions as leather armor), medallion of faith (Angomeith), sling, 20 sling bullets.

Cleric Spells Prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level; domain (Magic)): 0 - Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Read Magic, Resistance; 1 - Bless, Endure Elements (Fire), Remove Fear, Magic Stone, Shield of Faith, *Nystul's Magic Aura; 2 - Bear's Endurance, Bull's Strength, *Identify, Resist Energy (Fire); 3 - *Dispel Magic, Feign Death (See Chapter 5), Protection from Energy (Fire); 4 - *Imbue with Spell Ability, Tongue.

Note: Under normal circumstances, Nuitari does not allow clerics. However for this module's purposes, Grott and Drishurocol are exceptions to the rule. If somehow the PCs put two and two together in regards to this fact and question Grott about it, Grott will act as if he has no idea what the PCs are talking about (which on this point, he truly doesn't have any idea). As far as Grott knows, Angomeith has also been the center of his faith.

DLA3 - 3.5E - TRANSLATION DOCUMENT

Gurroch: Male Krynnish Minotaur Ftr10; CR 10; Medium Humanoid (7' 0"); HD 10d10+30; hp 91; Init +6 (+2 dex, +4 improved initiative); Spd 30 ft.; AC 21, touch 10, flat-footed 21 (+8 armor, +3 natural); Atk +14/+9 melee (1d12+4/x3 crit, greataxe Deathstriker); SQ charge; SA poisonous horns and teeth; AL LE; SV Fort +10, Ref +5, Will +3; Str 17, Dex 14, Con 17, Int 13, Wis 10, Cha 7.

Skills: Climb +16, Intimidate +13, Jump +16.

Feats: Blind-Fight, Combat Reflexes, Deflect Arrows, Endurance, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Scent, Stunning Fist, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Languages: Kothian, Auric, Panak, Thenolian.

Possessions: Greataxe (Deathstriker), Half-Plate.

Deathstriker: When wielding by a minotaur, the weapon can discharge a bolt of lightning, either forked or straight as per the wizard spell, *lightning bolt*, to cause 6d6 points of damage. A Reflex Save (DC 17) is applicable. When being wielded, a minotaur gains an additional +2 bonus to his/her initiative (not included in the Initiative above). Each use consumes one charge; currently the weapon has 25 charges.

Poison: Gurroch coats his horns and teeth with a poisonous clear liquid; victims who are butted or bitten must roll a successful Fortitude Save (DC 17), suffering an additional 2d4 points of damage if they fail, and 1d4 points of damage if they succeed.

Anishta, Priestess of Hith: Female human cleric (Hith) 9; CR 9; Medium humanoid; HD 9d8; hp 44; Init +7; Spd 20 ft.; AC 18; Base Atk +5; Atk +9/+1 (1d8+4/x2, heavy mace); SA Spells (Domains - Death and Trickery); AL LE; SV Fort +6, Ref +6, Will +10; Str 13, Dex 17, Con 10, Int 13, Wis 19, Cha 12.

Skills: Handle Animal +13, Knowledge (history) +7, Ride (horse) +14, Survival +16.

Feats: Combat Casting, Improved Initiative, Mounted Combat, Rebuke Undead, Ride-By Attack, Track.

Languages: Thenolian, Auric, Sesk.

Possessions: Splint mail +2, *Shadowcast* heavy mace +2, iridescent spindle ioun stone, scroll (*pass without trace* x2, *hallucinatory terrain* x2).

Clerical Spells (6/5+1/5+1/4+1/3+1/1+1) (save DC 14 + spell level): 0th - Create Water, Inflict Minor Wounds, Detect Magic, Inflict Minor Wounds, Light, Purify Food and Drink; 1st - Bless, Cause Fear*, Command, Inflict Light Wounds, Detect Good, Protection from Good; 2nd - Death Knell*, Enthrall, Inflict Moderate Wound, Silence, Spiritual Weapon, Zone of Truth; 3rd - Animate Dead (x2), Bestow Curse, Inflict Serious Wounds, Nondetection*; 4th - Death Ward*, Inflict Critical Wounds, Spell Immunity, Discern Lies; 5th - Raise Dead, Slay Living*.

Domain: Death - She may use death touch once per day. Her death touch is a supernatural ability that produces a death effect. She must succeed on a melee touch attack against a living creature (using the rules for touch spells). Upon touch, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies (no save). *Trickery* - Bluff, Disguise, and Hide as class skills.

Notes: Anishta wears splint mail +2. She wields a mace +2, engraved with the symbol of Hith. This weapon, called *Shadowcaster*, can create darkness in a 15' radius once per day. Whoever holds the weapon is unaffected by the magical darkness, and can see normally within that area of effect. In addition, the priestess has an iridescent spindle ioun stone which sustains her without breathing. She uses this to protect against the breath attacks of certain dragons. Anishta has a scroll which contained several *pass without trace* and *hallucinatory terrain* spells; two each remain on the scroll.

DLA3 - 3.5E - TRANSLATION DOCUMENT

OPTIONAL PLAYER CHARACTERS

Cobos The Lame: Male Elven Ranger 9; CR 9; Medium Humanoid (5' 5"); HD 9d8+18; hp 58; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 armor, +2 dex); Atk +14/+9 melee (1d6+5 18-20/x2, +2 scimitar) or +12/+7 melee (1d8+3/x3 crit, lance (reach)) or +12/+7 melee (1d6+3/x2 crit, light mace) or +11/+6 ranged (1d6+3/x2 crit, javelin) or +11/+6 ranged (1d6+3/x3 crit, composite shortbow) or +11/+6 ranged (1d4+3, 19-20 x2, dagger); SQ immune to sleep; 1st favored enemy (Humanoid (Ogre)), 2nd favored enemy (Humanoid (goblinoid)), animal companion, combat style, endurance, evasion, improved combat style, swift tracker, track, wild empathy, woodland stride; AL CG; SV Fort +8, Ref +8, Will +5; Str 16, Dex 14, Con 15, Int 10, Wis 15, Cha 17.

Skills: Craft (leatherworking) +8, Handle Animal +10, Hide +12, Knowledge (navigation) +8, Jump +8, Listen +8, Move Silently +12, Ride +7, Search +7, Survival +14.

Feats: Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: Composite Shortbow, dagger, +2 scimitar, 4 javelins, lance (reach), mace, padded/leather armor.

Ranger Spells Known (2/1; base DC = 12 + spell level): 1 - Detect Snares and Pits, Pass without Trace; 2 - Barkskin.

Cobos wears padded armor and a small metal cap in the form of a falcon's head, the spirit totem of his clan. His padded armor is reinforced with leather at critical points (AC +2). He is equipped with four throwing javelins, a dagger, a composite shortbow of layered horn, a mace, and a scimitar +2. Cobos wears *boots of elvenkind* (not reflected in scores) and has a *potion of bull's strength*. As a nomadic elf of northern Hosk, Cobos' exceptional skill with the bow and on horseback are reflected in his scores and feats above.

The background information is available in the original module.

Harlin Reiver: Male Half-elf Fighter 8; CR 8; Medium Humanoid (6' 2"); HD 8d10+16; hp 64; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 16 (+6 armor, +4 dex); Atk +8/+3 melee (1d10/x3 crit, halberd) or +8/+3 melee (1d6 19-20/x2 crit, short sword) or +8/+3 melee (1d6/x3 crit, handaxe) or +12/+8 ranged (1d8+1/x3 crit, longbow w/+1 arrows) or +12/+7 ranged (1d4/x2 crit, sling); SQ immune to sleep; AL CG; SV Fort +8, Ref +6, Will +3; Str 10, Dex 18, Con 14, Int 14, Wis 12, Cha 7.

Skills: Craft (bowmaking) +13, Knowledge (nobility & royalty) +7, Perform (song) +8, Ride +14.

Feats: Blind-Fight, Far Shot, Improved Unarmed Strike, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Languages: Thenolian, Auric, Hoor, Kothian.

Possessions: +1 chainmail, handaxe, longbow, 10 +1 arrows, short sword, hand axe, and a sling. Harlin wears a *ring of freedom of movement* on his left hand, and carries a *rope of climbing* in his pack.

PRE-GENERATED PLAYER CHARACTERS

Palissara: Female Human Bard 7; CR 7; Medium Humanoid (5 ft. 10 in.); HD 7d6+14; hp 43; Init +3; Spd 30 ft.; AC 14, touch 13, flat-footed 11 (+1 sandsuit, +3 dex); Atk +5 melee (1d6, 19-20/x2, short sword) or +8 ranged (1d4/x2 crit, sling) or +8 ranged (1d4/x2 crit, glass dart); SA bardic music, *countersong*, *fascinate*, *suggestion*; SQ bardic knowledge, inspire courage +1, inspire competence, suggestion; AL NG; SV Fort +3, Ref +7, Will +5; Str 11, Dex 16, Con 14, Int 15, Wis 12, Cha 16.

Skills: Climb +10, Decipher Script +12, Diplomacy +13, Knowledge (history) +12, Listen +11, Perform (chimeboard) +13, Perform (song) +13, Sleight of Hand +13, Use Magic Device +13.

Feats: Dodge, Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Panak, Auric, Boli Gnomish.

Possessions: Glass Darts, Shining Lands indoors sandsuit (AC +1), outer sandsuit (AC +1) (*Note: only one sandsuit can be worn at a time. The other is put into her pack*), obsidian darts, chimeboards (horax shell with suspended obsidian chips), potion of healing, decanter of endless water, short sword, sling.

Bardic Spells: Bards of the 4th Age cannot cast magic due to the lack of ambient magic.

Suldrun: Female Elf Cleric 5/Nomad Shaman 3; CR 8; Medium Humanoid (5 ft. 4 in.); HD 8d8+8; hp 50; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14 (+4 armor); Atk +6 melee (1d6+1/x2 crit, quarterstaff) or +5 ranged (1d4/x2 crit, sling); SA bear shape, turn undead; SQ immunity to sleep, low-light vision, spirit sight, totemic insight (ancestral providence), totemic insight (animal fury), turn spirit; AL NG; SV Fort +6, Ref +2, Will +11; Str 13, Dex 10, Con 12, Int 17, Wis 19, Cha 13.

Skills: Concentration +7, Handle Animal +5, Heal +15, Knowledge (nature) +14, Knowledge (religion) +14, Listen +8, Search +6, Spot +7, Survival +15.

Feats: Alertness, Combat Casting, Track.

Languages: Ancient Elvish, Tamire Elvish, Ilquar Goblin, Auric, Uigan, Hoor.

Possessions: *Bears Claws of Swimming and Climbing* (not included in scores above), a colorful *Cloak of Protection +4*, Sling, 10 Sling Bullets, Quarterstaff.

Clerical Spells (6/5+1/4+1/4+1/3+1; base DC 14 + spell level): 0 - Create Water, Cure Minor Wounds, Detect Poison, Guidance, Purify Food and Drink, Resistance; 1 - *Calm Animals, Comprehend Languages, Cure Light Wounds, Divine Favor, *Entangle, Protection from Evil; 2 - *Barkskin, Cure Moderate Wounds, *Hold Animal, Hold Person, Lesser Restoration; 3 - Cure Serious Wounds (x2), *Dominate Animal, Magic Circle Against Evil, *Plant Growth; 4 - Cure Critical Wounds (x2), Freedom of Movement, *Summon Nature's Ally IV.

Domain Powers: Use *Speak with Animal* once per days as a spell-like ability; Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + her Charisma modifier. This granted power is a supernatural ability.

Claws of Swimming and Climbing: These items appear to be

DLA3 - 3.5E - TRANSLATION DOCUMENT

ordinary bear paws that Suldrun wears as gloves. However when worn they acts as *Gauntlets of Swimming and Climbing* (stats are not included in the above scores).

Bear Shape (Su): Due to her commitment to the Bear Spirit, Suldrun is able to change into a black bear at will. However she also suffers 1d8 points of damage each time she does so. As a bear, AC 13, Spd 40 ft.; HD 3d8+6; hp 19; Atk +6 melee (1d4+4, 2 claws) and +1 melee (1d6+2, bite); SQ low-light vision, scent; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Wis 12, Cha 6.

Intelligence, skills, and feats remains the same while in the bear form. However the bear form's attack bonuses, saves, hit points, and other ability scores do not increase as Suldrun levels. Magical items that she is wearing at the time of transformation disappear, but their affects still will be in operation during her time as a bear.

Chyrub: Male Minotaur Fighter 9; CR 9; Medium Humanoid (7 ft. 5 in.); HD 9d10+18; hp 82; Init +5 (+1 dex, +4 improved initiative); Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+1 dex, +4 armor, +2 natural); Atk +13/+8 melee (1d8+4 19-20/x2 crit, longsword) or +15/+10 melee (2d6+6 19-20/x2 crit, great sword) or +11/+6 ranged (1d10 19-20/x2 crit, heavy crossbow) or +13 melee (1d6+4, gore); SQ Missing Scent; SA gore; AL LG; SV Fort +8, Ref +4, Will +6; Str 19, Dex 12, Con 15, Int 16, Wis 8, Cha 11.

Skills: Climb +13, Profession (armoring) +11, Profession (weaponsmithing) +11, Ride (horse) +13, Swim +10.

Feats: Cleave, Great Cleave, Greater Weapon Focus (greatsword), Improved Initiative, Improved Bull Rush, Power Attack, Weapon Focus (greatsword), Weapon Focus (heavy crossbow), Weapon Specialization (greatsword).

Languages: Kothian, Auric.

Possessions: Longsword, Greatsword, Heavy Crossbow, 20 bolts, Scale Mail (Hurdy-hide).

Gore: This is the natural attack as described in the *Dragonlance Campaign Setting*, pg. 43.

Missing Scent: Due to being too close to a gnomish explosion, Chyrub has lost all sense of smell and taste. Thus he does not have the 'scent' feat allowed to all minotaurs.

Dalemont Half-Hand: Male Human Wiz 3/Rog 5; CR 8; Medium Humanoid; HD 3d4+9 (Wiz) plus 5d6+15 (Rog); hp 46; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+3 dex, +2 armor); Atk +5 melee (1d6+1/x2 crit, quarterstaff) or +7 ranged (1d4+2 19-20/x2 crit, silver dagger +1); SQ summon familiar, scribe scroll, sneak attack +3d6, trapfinding, trap sense +1, uncanny dodge; AL NG; SV Fort +5, Ref +8, Will +7; Str 12, Dex 16, Con 16, Int 17, Wis 16, Cha 17.

Skills: Appraise +7, Climb +11, Concentration +10, Decipher Script +11, Disable Device +8, Escape Artist +7, Hide +7, Jump +5, Knowledge (arcana) +10, Knowledge (nature) +10, Listen +7, Move Silently +9, Open Lock +9, Search +7, Sleight of Hand +9, Spellcraft +10, Tumble +8.

Feats: Deft Hands, Eschew Materials, Spell Mastery (3 spells: Dancing Lights, Prestidigitation, Resistance), Spell Mastery (3 spells: Blindness/Deafness, Misdirection, Protection from Evil).

Languages: Auric, Kothian, Hoor, Thenolian.

Possessions: Druid's Robe (Cloak of Protection +2), Quarterstaff, Silver Dagger +1, *Ring of Mind Shielding*, *Potion of Glibness* (works as cast by a 5th-level bard).

Wizard Spells Prepared (4/3/2; base DC = 13 + spell level):
0th – Dancing Lights, Dancing Lights, Prestidigitation, Resistance;
1st – Chill Touch, Endure Elements (Fire), Protection from Evil; 2nd – Blindness/Deafness, Misdirection.

Buckeran: Male Marak Kender Rog 7; CR 7; Small Humanoid; HD 7d6; hp 31; Init +6 (+2 dex, +4 improved initiative); Spd 20 ft.; AC 16, touch 13, flat-footed 14 (+2 dex, +3 armor, +1 size); Atk +9 melee (1d4+3, quarterstaff) or +8 ranged (1d3/x2 crit, darts) or +8 ranged (1d4+1, 1x2, hoopai w/pellets, ranged 80 ft.); SA taunt; SQ evasion, sneak attack +4d6, trapfinding, trap sense +2, uncanny dodge; AL NG; SV Fort +3, Ref +8, Will +6; Str 16, Dex 14, Con 11, Int 12, Wis 12, Cha 16.

Skills: Climb +13, Disable Device +6, Hide +16, Jump +12, Listen +5, Move Silently +11, Open Locks +12, Perform (ventriloquism) +7, Perform (juggling) +12, Profession (cooking) +5, Search +7, Spot +9, Slight of Hand +13.

Feats: Improved Initiative, Iron Will, Run.

Languages: Marak Kender, Auric, Fianawar Dwarvish.

Possessions: *Potion of Speed*, *Dart of Honing*, 10 darts, hoopai, 10 stone pellets, quarterstaff, studded leather +1.

Livia The Shrewd: Female Gnome (gnomoi) Ill 8; CR 8; Small Humanoid; HD 8d4-8; hp 23; Init +3 (+3 dex); Spd 20 ft.; AC 18, touch 14, flat-footed 15 (+3 dex, +4 armor, +1 size); Atk +7 melee (1d3+2 19-20/x2 crit, dagger) or +8 ranged (1d3/x2 crit, sling); AL: LG; SV Fort +1, Ref +5, Will +7; Str 14, Dex 16, Con 8, Int 16, Wis 8, Cha 8.

Skills: Craft (brewing) +10, Hide +7, Knowledge (history) +12, Profession (engineering) +9, Spellcraft +12, Survival +6, Use Rope +7.

Feats: Empower Spell, Craft Wondrous Item, Craft Wand, Summon Familiar, Scribe Scroll, Spell Focus (Illusion).

Languages: Boli Gnomish, Auric, Panak.

Possessions: *Wand of Magic Missile (7th) (13 charges)*, *Staff of Illumination (30 charges)*, *Scroll of Barkskin*, *Scroll of Color Spray*, *Disguise Self*, and *Expeditious Retreat*, Bracers of Armor +4, dagger, sling.

Wizard Spells Prepared (4/5+1/3+1/4+1/2+1; base DC = 14 + spell level, +2 to DC for Illusion Spells, Restricted Schools: Necromancy and Abjuration): 0 – Flare, Ghost Sound, Message, Read Magic; 1 – Charm Person, *Color Spray, *Disguise Self, Feather Fall, Shocking Grasp, *Silent Image; 2 – Darkness, *Hypnotic Pattern, *Invisibility, *Minor Image; 3 – *Displacement, Fireball, *Invisibility Sphere, *Major Image, Lightning Bolt; 4 – *Greater Invisibility, *Hallucinatory Terrain., *Rainbow Pattern.

DLA3 - 3.5E - TRANSLATION DOCUMENT

CLOSING WORDS

If issues are discovered that need fixing (missed translations for details, typos, unclear statements, unbalanced combat, or just all around suggestions for improvement), please bring them to my attention. If using my email address, please use the subject line: **DLA3-3.5 Translation Document Issue** to prevent me from accidentally dumping the email along with a boatload of spam. I've already noticed a few typos and mistakes in DLA1 and DLA2 (for example: Dalemont Half-Hand rolling d5's for his sneak attack damage instead of d6's - insert roll of the eyes here), and someday if enough fixes are made, newer improved translation documents will be submitted. Until then, pencil away whatever fixes are needed, and please give me a heads-up.

Thank you,
Bret Sheeley
(a.k.a. Carteeg Struve)
carteeg@iwon.com

P.S. I want to thank everybody who has contributed to the Dragonlance Nexus; especially James O'Rance who had updated a vast majority of Taladas' critters to the current rule-set, and Trampas Whiteman who had updated the Dragon Knights to 3E. Not only did the Nexus entries save me a lot of time and effort, they were also extremely well done and proved to me that great fans can support a setting at a professional level of quality.